Attack
Call shot
First Aid
Disarm
Re-roll weapon

Trogdor
Chunky

R 111222
Y 111122
W 011112

Trogdors Frenzy Rage! When defeated, Trogdor's owner can make 1 red die attack/called shot against one of each other player's fighters.

Pretty much immortal: called shots have no effect.

Burnination: can attack 3 characters on a turn if on the [weapon], then must re-roll weapon and once more if the 1st result is a [weapon]. Characters can be any distance apart, but must be of different type (e.g., no 2 oozes, no ~~skeletons~~, no 2 skeletons/golems/bears/robots/ninjas/etc.

Trogdor cannot block attacks from the knight

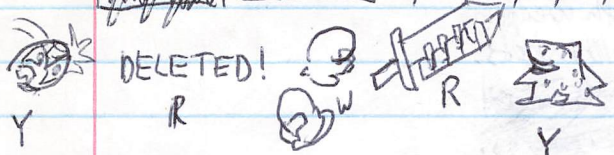
2	2	3	3	4	4
2	3	3	3	4	4
1	1	2	2	2	2

Yellow Yellow Red

Yellow

1	2	2	3	4	4
1	1	2	2	3	3
1	2	2	2	3	3

Deleted!! If an adjacent fighter is on his lowest health on any body part, SB can target it w/out rolling strike die and it cannot be blocked. Roll the Red hit die and apply damage.



Strong Sad

1	1	1	2	2	2
2	2	3	3	4	4
2	2	2	2	3	3

Six Sadded die

Soolnd x2

Soolnds: Whomsoever destroys SS's legs keeps them. They can be spent on a later turn to get +1 action.

~~Beating Post: SS gets 1 free attack on any 3rd attacker from the same team on the same turn.~~

Strong Mad

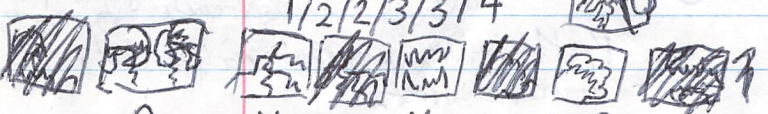
3	3	3	4	4	4
2	3	3	4	4	4
2	2	2	2	3	~~4~~ 3

Berserk: If SM is at lowest health on 2 or more body parts, or if he is crippled, all attacks be performed with the red die.

DAGROW Desk, his fists, ~~feet~~, Face

Kong

1/2/2/3/3/3
2/2/4/4/4/5
1/2/2/3/3/4



When fighting ~~non-humanoids~~ Monsters, *Kong gets +1 damage and his attacks can't be blocked. Rolling a head result when using the ~~battleaxe~~ double fist weapon is an insta-kill. (on ~~non-humanoids~~ Monsters)

*~~non-human animals~~ i.e., living, non-human, non-colossal, non-robot monsters, e.g. Trygon, Gojira, Super-Worm, werewolf (wolf form), plant, carnivore, Gargoyle, Creeper, Landshark

*Monster: Not human, elemental/golem, robot, or colossal organism.

~~Human woman deal Kong +1 damage and he can't block their attacks~~

~~Kong can't block attacks from human woman (e.g. Space ranger, Amazon, Valkyrie) nor can he attack them unless~~

If a Human woman is on an adjacent players team, Kong cannot block attacks coming from members of that team until she is no more.

If Kong is killed (head or body reduced to 0 hp), set him apart with parts still connected, lying down. A player On any team but the one that killed him may revive him with a lightning based attack, he returns with each part 1 step higher than when he died and the bolt weapon.

Gojira

2/2/3/3/4/4
3/3/4/4/5/6
2/3/3/4/4/5

Radioactive Lizard:

(Radiation counters when given to him are spent right away to heal 1 pt of life, when use breath weapon, can re-roll called shots.

~~Focused attacks without ability search opponents~~

~~If crippled, can no longer~~

Each of his turns, all team-mates must take 1 pt of damage where they choose, Stomp deals +1 hit vs crippled targets.

Conquistador

1/2/2/3/3/3
2/2/3/3/5/5
1/1/2/2/3/3

Fervor: Regardless of weapon, used hot are vs characters with Loot or bags (pirate, thief, santa) When using the charge attack, a successful called shot to any body part is an ~~kill~~ 1HK. (or can attack them regardless of distance)

sword bullet to the head (red) x2 musket

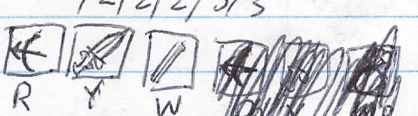
Charging straight at me (red) ~~sword~~ (yellow)

vanilla (white)

pistol (red)

Robin Hood

1/1/2/2/2/3
2/2/3/3/3/4
1/2/2/2/3/3



Never miss: re-roll any misses with the Longbow until they hit.

~~Can't use on pets, bosses~~

roll your current hit die for how many

Rob from the rich: as an action, you may take a life point from an enemy with the current most hp and gift it to the least hp of yours